

Listing of Claims

- Sub
C1 of:
1. (Currently amended) A method of playing a game comprising the steps
- providing a payline display having a plurality of display segments bearing a predetermined number of indicia;
- providing a player spin/stop button;
- enabling the player spin/stop button for a first time;
- depressing the enabled spin/stop button to cause at least some of the plurality of display segments to "spin," wherein one or more, but not all, of the plurality of display segments stop spinning after the enabled spin/stop button is depressed for the first time;
- enabling the player spin/stop button for a second time; and,
- depressing the enabled spin/stop button for the second time to cause at least some of the remaining spinning display segments to stop spinning.
2. (Original) The method of Claim 1 including the additional step of placing an ante wager prior to the player spin/stop button being enabled for the first time.
3. (Previously amended) The method of Claim 13 including the additional step of placing a wager prior to the first spin/stop button being enabled for the second time.
4. (Original) The method of Claim 1 wherein the step of placing a bet is performed after the step of depressing the enabled spin/stop button for the first time.
5. (Original) The method of Claim 1 wherein a dealer is used to perform the steps of enabling the player spin/stop button for a first time.

6. (Original) The method of Claim 1 wherein a dealer is used to perform the steps of enabling the player spin/stop button for a second time.

7. (Original) The method of Claim 1 including the additional steps of providing a proposition game wagering area and placing a proposition bet within the proposition game wagering area.

8-12. (Cancelled)

13. (Currently amended) A method of playing a game comprising the steps of:

providing a table game apparatus, having a table top with a dealer position and a plurality of player stations located about the table top;

providing on the table top a payline display having a plurality of display segments bearing a predetermined number of indicia;

providing a first spin/stop button;

enabling the first spin/stop button for a first time;

depressing the enabled first spin/stop button to cause at least some of the plurality of display segments to spin, wherein one or more, but not all, of the plurality of display segments stop spinning after the enabled first spin/stop button is depressed for the first time, and while other of said plurality of display segments continue spinning;

enabling the first spin/stop button for a second time; and

depressing the enabled first spin/stop button for the second time to cause at least some of said the other display segments to stop spinning.

14. (Currently amended) The method of claim 13, including the step of providing additional spin/stop buttons at different stations on the table top, and enabling

different spin/stop buttons during different rounds of play, said spin/stop buttons alternately controlling the same plurality of display segments.

15. (Previously added) A method of playing a casino game comprising the steps of:

providing a game apparatus having a payline display and a plurality of display segments bearing a predetermined number of indicia;

providing a spin/stop button;

enabling the spin/stop button for a first time;

depressing the enabled spin/stop button to cause at least some of the plurality of display segments to spin, wherein one or more, but not all, of the plurality of display segments stops spinning after the enabled spin/stop button is depressed for the first time;

thereafter enabling the first spin/stop button for a second time; and

thereafter depressing the enabled first spin/stop button for the second time to cause at least some of the other display segments to stop spinning.

16. (Amended) The method of claim 15 44, including the additional step of placing a wager prior to the spin/stop button being enabled for the second time.

17. (New) The method of claim 15 including the step of providing additional spin/stop buttons at different stations on said game apparatus, and enabling different spin/stop buttons during different rounds of play, said spin/stop buttons alternately controlling the same plurality of display segments.

18. (New) The method of claim 1 including the step of providing additional spin/stop buttons at different stations on said game apparatus, and enabling different

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spin/stop buttons during different rounds of play, said spin/stop buttons alternately controlling the same plurality of display segments.
